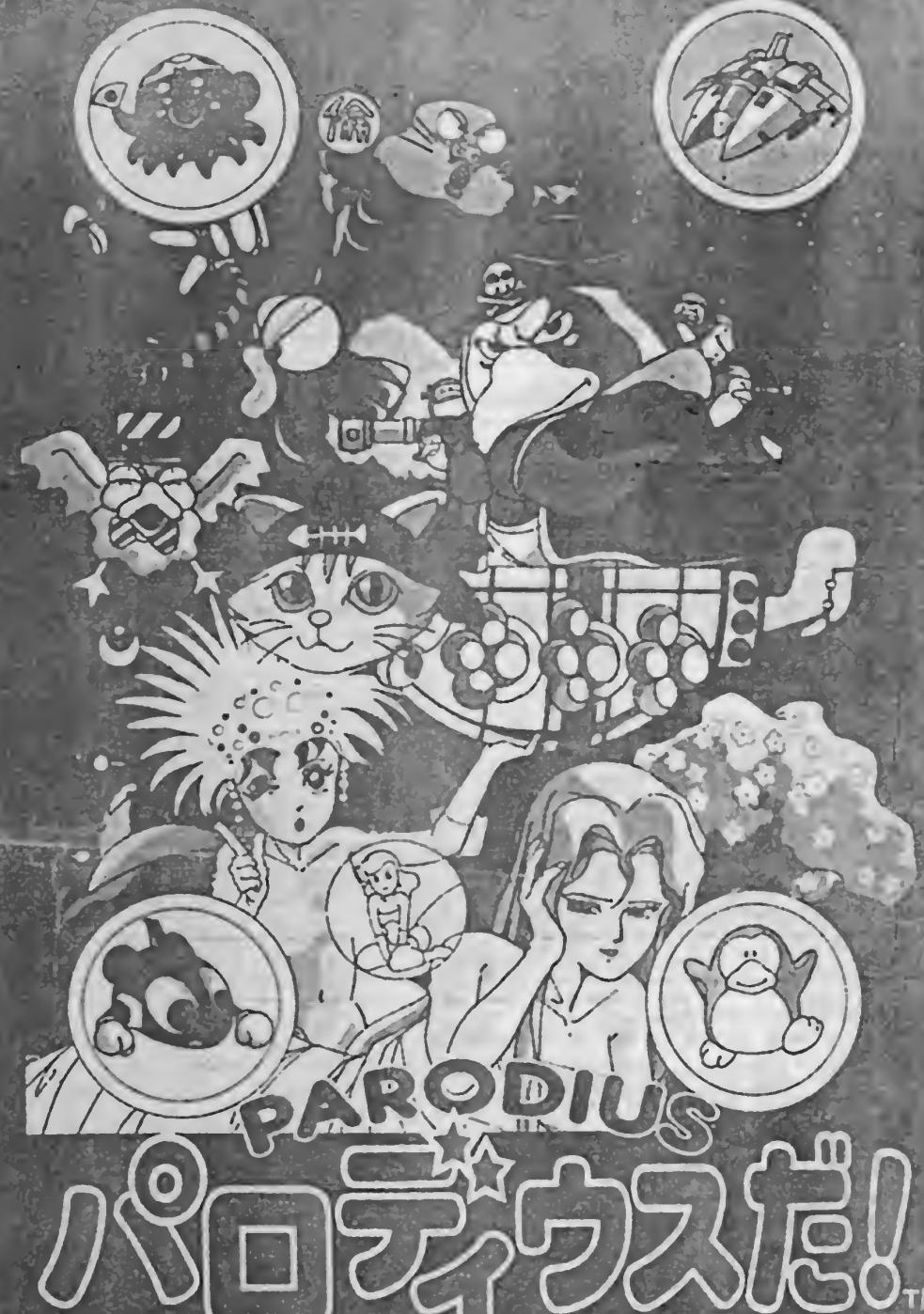




OPERATOR'S MANUAL



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—神話からお笑いへ—

WARNING

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Technical Information

(1) Required power capacity

GND-Vcc 5V 5A or more

GND-(+12V) *See the Wiring Diagram.

(2) Output

R(red) analog, positive

G(green) analog, positive

B(blue) analog, positive

SYNC. H-V complexed, negative

(3) The monitor should be vertically installed.

(4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.

(5) Handle with care.

Sound Output

Note: Mono and Stereo sound cannot operate simultaneously.

FOR MONAURAL OUTPUT

Connect the stereo-mono switching connector to mono side. Wire the 56PIN edge connector to the loud speaker. Use L-volume control to adjust sound level.

FOR STEREO OUTPUT

Connect the stereo-mono switching connector to stereo side. Wire the "SOUND OUT" connector to each channel. Use R-volume control to adjust sound level on the right hand channel. Use L-volume control for the left hand channel.

*See the Wiring Diagram.

Play Instruction

- 1 or 2 players alternately.
- Selects ship from choice of Vic Viper, Octopus, Twinbee and Pentaroh.
- Selects either MANUAL or AUTOMATIC power-up. In AUTOMATIC mode, you can get power-up automatically. Use only B button for both normal and missile shoot.
- Destroy a red enemy or enemies in formation and pick up power capsules. Press A button to get the power-up item lit up on the power meter (in MANUAL mode only). Power-up items are; Speed Up, Missile, Double, Laser, Option, !?, Shield. Player will lose all previously held power-ups when he gets the !? item. From time to time a roulette capsule appears. When you get it, the power-up items light up sequentially. Press A button, and the light stops on a certain power-up item. There is no roulette capsule in the AUTOMATIC mode.
- Capture bells for other power-ups: Bonus score(Yellow), Super bomb(Blue), Mega-phone(White), Increase size(Green). Up-/downward laser. You can change the colour of the bell power-up by shooting it. You can get White and Green bell power-ups by simply capturing the bells. Red and Blue power-ups can be obtained by capturing the bells and used by pressing C button. You can store up to 3 blue and red bell power-ups. If you then get another bell power-up, you will lose the power-ups previously stored.
- Continuation is available by pressing Start button within 10 seconds of Game Over.
- There are 10 stages in the game. The game is over when the second round is cleared.

Self Test

Normal: OK will be displayed. Then the game will start.

Abnormal: BAD will be displayed and self test will repeat itself.

Manual Test

(1) How to start

Turn on the power while the SW3 of the DIP SWITCH No.3 is on. Push player 1 Start button to change items.

(2) Test items

1. ROM check

2. Picture contortion

3. Color check

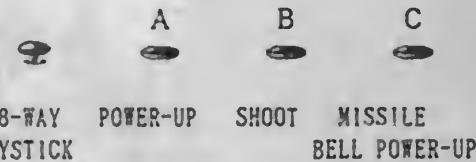
4. I/O check

5. Sound check

6. Dip switch settings

* Push player 2 start button to change sound code.

Control Panel



DIP SWITCH SETTINGS

DIP SWITCH NO.1 SETTINGS

1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN	PLAY
<input checked="" type="radio"/>	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	ON	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF			3	4
	ON				4	1
	OFF	ON			4	3
	ON				FREEPLAY	

FREEPLAY: You can play games without coins.

2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
<input checked="" type="radio"/>	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	ON	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF			3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

DIP SWITCH NO.2 SETTINGS

1. THE NUMBER OF PLAYER'S LIFE

SW	1	2	NUMBER
<input checked="" type="radio"/>	OFF	OFF	2
	ON		3
	OFF	ON	4
	ON		7

2. CHANGE OF TABLE/UPRIGHT

SW	3	TYPE
<input checked="" type="radio"/>	OFF	TABLE
	ON	UPRIGHT

3. BONUS LIFE

SW	4	5	BONUS LIFE
<input checked="" type="radio"/>	OFF	OFF	AT 20.00OPTS AND 80.00OPTS
	ON		AT 30.00OPTS AND 100.00OPTS
	OFF	ON	AT 20.00OPTS ONLY
	ON		AT 70.00OPTS ONLY

4. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
<input checked="" type="radio"/>	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
<input checked="" type="radio"/>	OFF	OFF
	ON	ON

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1
<input checked="" type="radio"/>	OFF
	ON

2. SINGLE/DUAL UPRIGHT CONTROL

SW	2
<input checked="" type="radio"/>	SINGLE CONTROL UPRIGHT
	DUAL CONTROL UPRIGHT

3. CHANGE OF MODE

SW	3	MODE
<input checked="" type="radio"/>	OFF	GAME MODE
	ON	TEST MODE

SW4 is not used.

shows recommended settings.

WIRING DIAGRAM

